plurality of points within the first object corresponding to the first input, and the first object rotates according to the first input when there is a single point within the first object corresponding to the first input.

9. The electronic device of claim 8, wherein the processor is further configured to set at least one reference point or at least one reference line for determining the speed within the first object when there are a plurality of points within the first object corresponding to the first input, and set at least one reference line in a direction identical to a central axis direction of the first object for determining an angular speed of the first object within the first object when there is a single point within the first object corresponding to the first input.

10. The electronic device of claim 1, wherein the processor is further configured to execute a first instruction to not display the first object on the display when the speed is greater than or equal to the preset threshold, and execute a second instruction to display a second object indicating a menu related to the first object when the speed is less than the present threshold.

11. A method of processing an input by an electronic device, the method comprising:

displaying a first object on a display of the electronic device;

receiving, from a user of the electronic device, a first input related to the first object;

moving the first object according to the first input;

determining a speed at which the first object is moving;

comparing the speed with a preset threshold;

determining an instruction corresponding to the first input based on a comparison of the speed with the preset threshold;

executing the instruction.

12. The method of claim 11, further comprising determining a movement direction in which the first object is moving according to the received first input, and

wherein the instruction is determined based on the movement direction of the first object.

13. The method of claim 12, further comprising setting at least one reference point or at least one reference line for determining the speed within the first object based on at least one of the movement direction of the first object and an application executed in the electronic device, and

wherein determining the speed comprises:

calculating a movement distance and a movement time of the first object based on the at least one reference point or the at least one reference line; and

determining the speed according to the movement distance and the movement time of the first object.

14. The method of claim 11, wherein determining the speed comprises, when the first input is a rotation instruc-

tion, determining an angular speed at which the first object is rotating according to the first input.

15. The method of claim 11, further comprising, when the first object is a three dimensional object, determining whether there are a plurality of points within the first object corresponding to the first input.

16. The method of claim 15, wherein the first object moves according to the first input when there are a plurality of points within the first object corresponding to the first input, and the first object rotates according to the first input when there is a single point within the first object corresponding to the first input.

17. The method of claim 16, further comprising:

setting at least one reference point or at least one reference line for determining the speed within the first object when there are a plurality of points within the first object corresponding to the first input;

setting at least one reference line in a direction identical to a central axis direction of the first object for determining an angular speed of the first object within the first object when there is a single point within the first object corresponding to the first input.

18. The method of claim 11, wherein executing the instruction comprises:

executing a first instruction to not display the first object on the display when the speed is greater than or equal to the preset threshold; and

executing a second instruction to display a second object indicating a menu related to the first object when the speed is less than the preset threshold.

19. A method of processing an input by an electronic device, the method comprising:

displaying a first object on a display of the electronic device;

receiving, from a user of the electronic device, a first input and a second input related to the first object;

determining a first speed of a first point and a second speed of a second point within the first object corresponding to each of the first input and second input;

comparing the first speed of the first point and the second speed of the second point with a preset threshold; and

executing instructions corresponding to the first input and the second input determined based on a result of the comparison.

20. The method of claim 19, further comprising determining a first movement direction of the first point and second movement direction of the second point based on the first input and the second input, wherein the instructions are determined based on the first movement direction and the second movement direction.

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